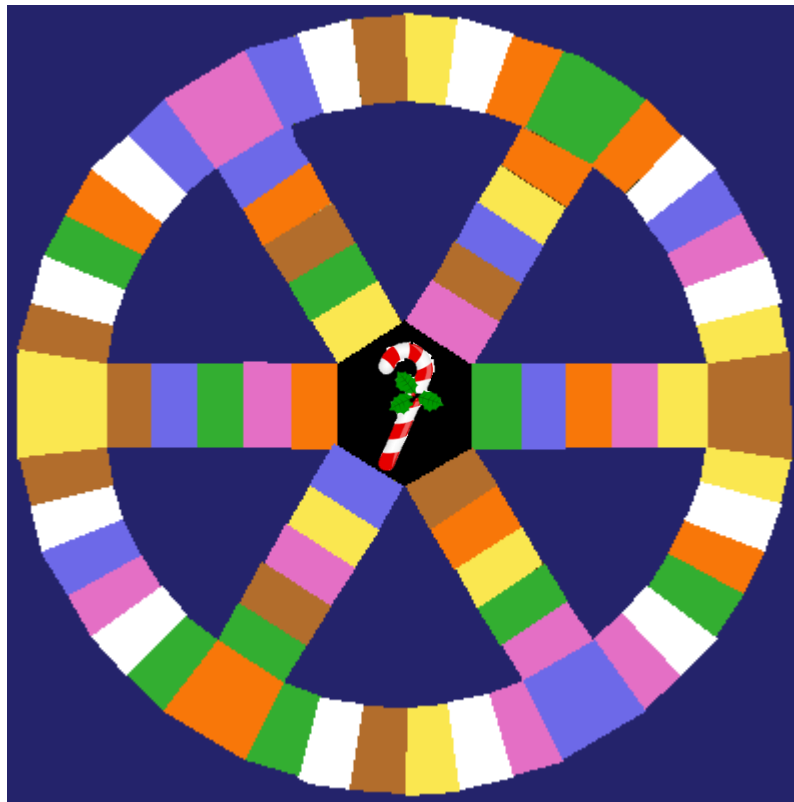


## Board Game

### Contents:

- Trivial Pursuit board
- Monopoly tokens
- Candy canes
- 2 RC race cars
- DnD die
- Sling shot elves
- Targets
- Stop watch
- Drinks

●	Take a candy cane
●	Sling an elf to a target
●	Race a car
●	Win the dice roll
●	Take a drink
●	Chore



### Object of the game...

Have fun! Drink! Win as many candy canes as possible!

### The setup...

Place the candy canes in the center of the board. Have each player choose a token to move around the board. Place the die, elves, and stop watch around the board for ease of access throughout the game. Place the targets around the room keeping in mind what is around them; small projectiles will be flying and players do not want to be thinking about breakables or losing the elves to an unreachable nook!



Designate three points around the room for which the race cars will drive to. These points can be boundaries or an object ie a wall or a shoe. Finally, have the drinks ready, including a designated final drink and some fun people!

## To begin...

Prepare a drink of choice, choose a token, and get ready! Players will cheers their drink, finish their drink, and place their token in a space of their choice on the board. First to have their token on the board will begin the game.

## A turn...

A player begins by moving one space forward. Based on the color of the space, the player will perform a task or game:



○ Take a candy cane from the center and continue turn

● ● Get two chances to hit a target with an elf slinger and win a candy cane. There are two types of targets: one [crack pipe] allows a player to take a candy cane from another, the other target [bubble wand] allows the player to take a candy cane from the center. Continue turn after winning candy cane or failing at your two chances



● Choose one of the two RC cars and one of the three designated points. A player cannot choose the point most recently reached from this game. When the decisions have been made, the player has fifteen seconds to race the car to the chosen point. Failure to race the car to the point continues the turn, success grants the player a candy cane and then the continuation of the turn. The player must leave the car as is for the next time the game is played upon completion unless the car is stuck.

● Player who lands on brown distributes the die. All players with a dice roll and whoever has the highest number, wins a candy cane. Player then continues turn

- Player who lands on pink will take a drink and continue their turn
- Player who lands on blue will complete a task decided by the rest of the group. Some ideas: collect the slinged elves, take a drink, no speaking until the next turn. The group must agree. Player continues turn upon agreement/completion

### Continuation of turn...

All players upon the continuation of a turn have a chance to move spaces with True American rules. Movement is clockwise around the board and each player can choose to go toward the center or continue around the outside.

This player has three ways to provide the other players with a way to win their move:

1. The Count: All players yell "One, two, three" and then hold a number of fingers, between one and five, against their foreheads. Anyone holding a number that no one else has chosen wins. Winners may move up to one spot.
2. Complete a Quote: The player may slowly speak a quote from history or pop culture. Any other player that is able to jump in and complete the quote in tandem wins. Winners may move up to two spots.
3. Something in Common: The player may yell out two people, places, or things. Any other player that can reply with what these two things have in common wins. Winners may move up to three spots.

*Players may win these moves but do not necessarily have to move*

### Candy canes...

- If you are caught without a beer or with only an empty beer, you lose a candy cane.
- For every candy cane a player eats, that candy cane is locked in. Take a printed candy cane.
- For every drink a player finishes, they lock in a candy cane. Take a printed candy cane.

### Drinks...

- Players can "double fist" ie have two drinks at any given time, but no more.
- A player retrieves another drink upon crossing the center of the board.
- A player can only retrieve another drink on their "one space" turn, NOT on a continuation of turn.

### Winning...

After all candy canes have been won from the middle, the final drink is vulnerable. The first player to cross the center, finish their beer, and take a swig from the final drink, ends the game! Players then count their candy canes and the player with the most wins!